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in which a predetermined set of symbol marks stopped and displayed on one of said prize winning lines cause a wining prize to be awarded to a game player, said predetermined set of symbol marks including a plurality of symbol marks neighboring to each other to form a specified symbol mark having a diameter approximately equal to the lateral width of said observation windows.

4.   (Twice Amended) A game machine, comprising: shift and display means for shifting and displaying various kinds of symbol marks; a random number generator for generating random numbers divided into a plurality of random number segments; a random number sampler for sampling a random number from the random numbers generated by said random number generator; storage means for storing table data having a plurality of predetermined reference values defining said random number segments; winning state determining means for determining a winning state on the basis of the sampled random number using said reference values of said table data; stop control means for controlling the stop of said shift and display means to have a set of symbol marks stopped and displayed on the basis of the winning state determined by said winning state determining means,

in which said winning states include small, medium and big prize winning states,

said table data includes one or more random number segments respectively corresponding to one ore more small prize groups each constituted by a plurality of small prize winning states,

said winning state determining means is operative to determine a plurality of small prize winning states associated with one of said random number segments corresponding to said sampled random number in one game, thereby making it possible for said small prize

winning states to be requested in one game unless said big prize winning state or said medium prize winning state is requested, and

said stop control means is operative to control said shift and display means to have a set of symbol marks including a specified symbol mark representative of said small prize winning states stopped and displayed on one of said prize winning lines of said shift and display means when said plurality of small prize winning states are requested.

5. (Twice Amended) A game machine, comprising: shift and display means for shifting and displaying various kinds of symbol marks; a random number generator for generating random numbers divided into a plurality of random number segments; a random number sampler for sampling a random number from the random numbers generated by said random number generator; storage means for storing table data having a plurality of predetermined reference values defining said random number segments specific to a game condition; winning state determining means for determining a winning state on the basis of the sampled random number using said reference values of said table data; stop control means for controlling the stop of said shift and display means to have a set of symbol marks stopped and displayed on the basis of the winning state determined by said winning state determining means,

in which said winning states include small, medium and big prize winning states,

said table data includes one or more random number segments respectively corresponding to one or more small prize groups each constituted by a plurality of small prize winning states,

said winning state determining means is operative to determine a plurality of small

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prize winning states associated with one of said random number segments corresponding to said sampled random number in one game, thereby making it possible for said small prize winning states to be requested in one game, and

said plurality of said small prize winning states to be requested in one game are changed in accordance with said game condition.

6.   A game machine as said forth in claim 3, wherein said shift and display means includes a plurality of rotation reels each having various kinds of symbol marks drawn on the outer surface thereof.

7.   A game machine as said forth in claim 3, wherein said game machine includes a slot machine.

Add the following new claims:

8.   (New) A game machine as set forth in claim 3 further comprising:

shift and display means for shifting and displaying various kinds of symbol marks; a random number generator for generating random numbers divided into a plurality of random number segments; a random number sampler for sampling a random number from the random numbers generated by said random number generator; storage means for storing table data having a plurality of predetermined reference values defining said random number segments;

winning state determining means for determining a winning state on the basis of the sampled random number using said reference values of said table data;

stop control means for controlling the stop of said shift and display means to have a

set of symbol marks stopped and displayed on the basis of the winning state determined by said winning state determining means,

stop control interruption means for interrupting said stop control means for a predetermined period.

9.   (New) A game machine as set forth in claim 4, in which

said specified symbol mark includes a first semi-circular symbol mark formed in the shape of an upper half of a circular configuration having a diameter approximately equal to the lateral width of said observation window of said shift and display means, and a second semi-circular symbol mark formed in the shape of a lower half of a circular configuration and neighboring to said first semi-circular symbol mark to complete a circle in cooperation with said first semi-circular symbol mark.

10.   (New) A game machine as set forth in claim 4, in which

said storage means is operative to store table data having a plurality of predetermined reference values defining said random number segments specific to a game condition,

said plurality of small prize wining states to be requested in one game are changed in accordance with said game condition.

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